

In the claims:

Claims 1 through 58 (cancelled).

59. (New) A remote terminal for use by a supervisor of a gaming area having a plurality of gaming tables, the remote terminal comprising:
- a patron identification system receiving patron identification data;
 - a cheque value system receiving one or more cheque value selections and providing the cheque value selection to a table game system;
 - a player data system generating player tracking data in response to data entered by a supervisor;
 - a notification system generating notification data for a dealer data system at a first game table to obtain tracking information for an unidentified player; and
 - a recognition system transmitting the player tracking data for the unidentified player when the player moves to a second game table, the player tracking data causing a table game system associated with the second game table to capture player data.
60. (New) The remote terminal of claim 59, wherein the recognition system receives player image data from the table game system associated with the second game table.
61. (New) The remote terminal of claim 59, wherein the recognition system receives wager data from the table game system associated with the second game table.
62. (New) The remote terminal of claim 59, wherein the recognition system receives payout data from the table game system associated with the second game table.
63. (New) The remote terminal of claim 59, wherein the remote terminal transmits reward data to a reward system, and receives player identification data from the reward system when the unidentified player claims the reward.
64. (New) A method for monitoring players at a plurality of table games using a

remote supervisor terminal that is wirelessly connected to a central terminal, the method comprising:

receiving patron identification data;

receiving one or more cheque value selections and providing the cheque value selection to a table game system

entering data at the remote supervisor terminal that provisionally identifies an unidentified player at a game table;

transmitting notification data to a dealer at the game table to provide wager and payout data associated with the unidentified player at the remote supervisor terminal from a dealer at the game table

receiving wager and payout data associated with the unidentified player at the remote supervisor terminal;

storing the wager and payout data associated with the unidentified player at a central location;

transmitting notification data from the remote supervisor terminal to a new location when the unidentified player leaves the game table.

65. (New) The method of claim 64 further comprising:

generating image data of the player at the game table; and

receiving the image data of the player at the remote supervisor terminal.

66. (New) The method of claim 64 wherein transmitting the notification data from the remote terminal to a new location when the unidentified player leaves the game table comprises transmitting the notification data from the remote terminal to a new game table after the unidentified player moves to the new game table.

67. (New) The method of claim 64 wherein transmitting the notification data from the remote terminal to a new location when the unidentified player leaves the game table comprises transmitting the notification data from the remote supervisor terminal to a payout system if the unidentified player cashes in one or more cheques for payout.

68. (New) The method of claim 67 further comprising obtaining identification from the unidentified player prior to allowing the unidentified player to cash in the cheques for payout.

69. (New) The method of claim 67 further comprising:
offering the unidentified player a reward; and
obtaining player identification data when the unidentified player claims the reward.

70. (New) The method of claim 64 further comprising receiving game assistance data from the dealer at the remote supervisor terminal.

71. (New) A method for monitoring players and dealers at a plurality of table games using a remote supervisor terminal that is wirelessly connected to a central terminal, the method comprising:

- receiving patron identification data;
- receiving one or more cheque value selections and providing the cheque value selection to a table game system;
- entering dealer data at the remote supervisor terminal that identifies a dealer at a game table;
- receiving player underpay data from a player underpay system at the remote supervisor terminal;
- associating the dealer data with the player underpay data; and
- storing the player underpay data and the associated dealer data at a central location.

72. (New) The method of claim 71 wherein the player underpay data received from the player underpay system is player overpay data received from a player overpay system, the dealer data is associated with the player overplay data, and the player overpay data is stored with the associated dealer data at the central location.

73. (New) The method of claim 71 further comprising:
generating check-in data with a timekeeper system when the dealer checks in at the game data; and

storing the check-in data in the central location.

74. (New) The method of claim 73 further comprising:
generating check-out data with the timekeeper system when the dealer checks out at the game data; and
storing the check-out data in the central location.

75. (New) The method of claim 74 further comprising generating notification data at the remote supervisor terminal if the difference between the check-in data and the check-out data is less than a predetermined minimum value.

76. (New) The method of claim 71 wherein receiving the player underpay data from a player underpay system at the remote supervisor terminal comprises:
receiving player wager data from a cheque value system;
querying a game system to determine a correct amount of payout from the player wager data;
receiving player payout data from the cheque value system; and
generating underpay data if the correct amount of payout is greater than the player payout data.

77. (New) The method of claim 72 wherein receiving the player overpay data from a player overpay system at the remote supervisor terminal comprises:
receiving player wager data from a cheque value system;
querying a game system to determine a correct amount of payout from the player wager data;
receiving player payout data from the cheque value system; and
generating overpay data if the correct amount of payout is greater than the player payout data.

78. (New) The method of claim 71 further comprising receiving game assistance data from the dealer at the remote supervisor terminal if the dealer requires assistance with one or more of the players.